

THE WALKING DEAD

KIRKMAN ADLARD GAUDIANO RATHBURN



IMAGE COMICS PRESENTS

THE WALKING DEAD™

192: AFTERMATH

**ROBERT
KIRKMAN**

CREATOR, WRITER

**CHARLIE
ADLARD**

PENCILER, COVER

**STEFANO
GAUDIANO**

INKER

**CLIFF
RATHBURN**

GRAY TONES

**RUS
WOOTON**

LETTERER

**DAVE
STEWART**

COVER COLORS

**SEAN
MACKIEWICZ**

EDITOR

PRODUCTION DESIGN BY **ANDRES JUAREZ**

PRODUCTION BY **CARINA TAYLOR**

PREVIOUSLY:

Governor Milton ordered her soldiers to attack Rick and his followers, but Rick wasn't looking for a fight. He gave an impassioned speech to make sure the progress they'd made as a community wasn't squandered in another pointless war. Milton was then imprisoned by Mercer, and the legend of Rick Grimes grew. He returned home to get some sleep when an unexpected visitor appeared: Sebastian Milton. Then Sebastian shot Rick.

SKYBOUND

FOR SKYBOUND ENTERTAINMENT

ROBERT KIRKMAN CHAIRMAN DAVID ALPERT CEO
SEAN MACKIEWICZ SVP, EDITOR-IN-CHIEF SHAWN KIRKHAM SVP, BUSINESS
DEVELOPMENT BRIAN HUNTINGTON VP, ONLINE CONTENT SHAUNA WYNN
PUBLICITY DIRECTOR ANDRES JUAREZ ART DIRECTOR JON MOISAN EDITOR
ARIELLE BASICH ASSOCIATE EDITOR KATE CAUDILL ASSISTANT EDITOR CARINA TAYLOR
PRODUCTION ARTIST PAUL SHIN BUSINESS DEVELOPMENT MANAGER JOHNNY O'DELL
SOCIAL MEDIA MANAGER DAN PETERSEN SR. DIRECTOR OF OPERATIONS & EVENTS

FOREIGN RIGHTS INQUIRIES: AG@SEQUENTIALRIGHTS.COM
OTHER LICENSING INQUIRIES: CONTACT@SKYBOUND.COM

WWW.SKYBOUND.COM



IMAGE COMICS, INC.

Robert Kirkman—Chief Operating Officer
Erik Larsen—Chief Financial Officer
Todd McFarlane—President
Marc Silvestri—Chief Executive Officer
Jim Valentino—Vice President

Eric Stephenson—Publisher / Chief Creative Officer

Jeff Boison—Director of Publishing Planning
& Book Trade Sales

Chris Ross—Director of Digital Sales

Jeff Stang—Director of Specialty Sales

Kat Salazar—Director of PR & Marketing

Drew Gill—Art Director

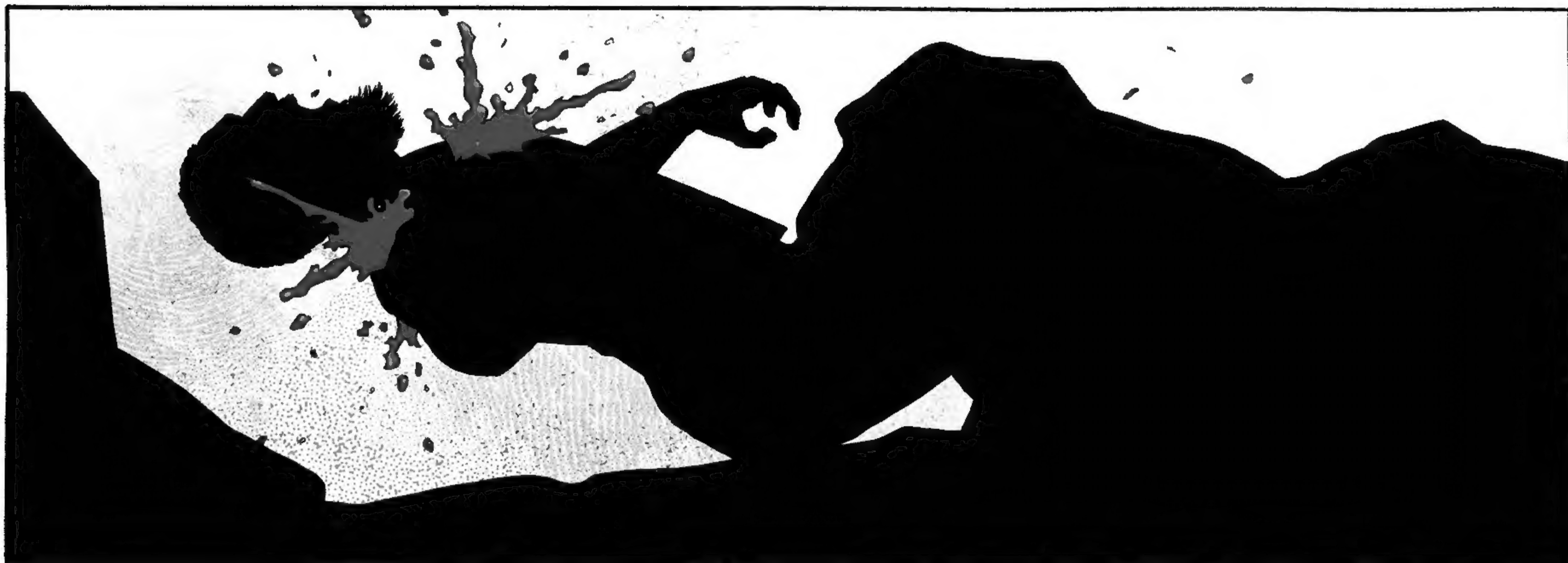
Heather Doomink—Production Director

Nicole Lapalme—Controller

IMAGECOMICS.COM

THE WALKING DEAD #192, JUNE 2019. Published by Image Comics, Inc.
Office of publication: 2701 NW Vaughn St., Ste. 780, Portland, OR 97210.
Copyright © 2019 Robert Kirkman, LLC. All rights reserved. **THE WALKING DEAD™** (including all prominent characters featured herein), its logo and all character likenesses are trademarks of Robert Kirkman, LLC, unless otherwise noted. Image Comics® and its logos are registered trademarks and copyrights of Image Comics, Inc. All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means (except for short excerpts for review purposes) without the express written permission of Image Comics, Inc. All names, characters, events and locales in this publication are entirely fictional. Any resemblance to actual persons (living and/or dead), events or places, without satiric intent, is coincidental.
DIGITAL EDITION.

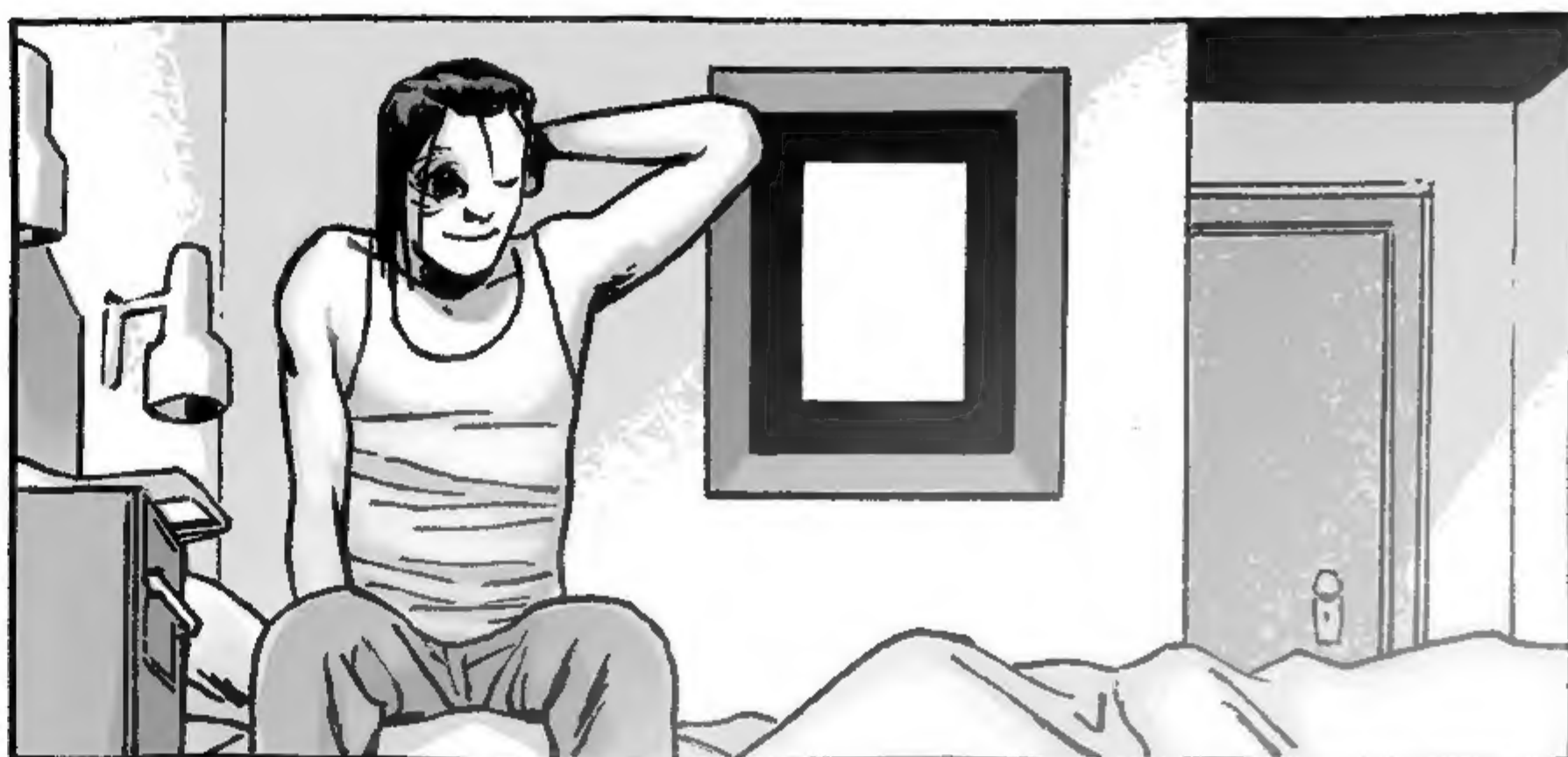






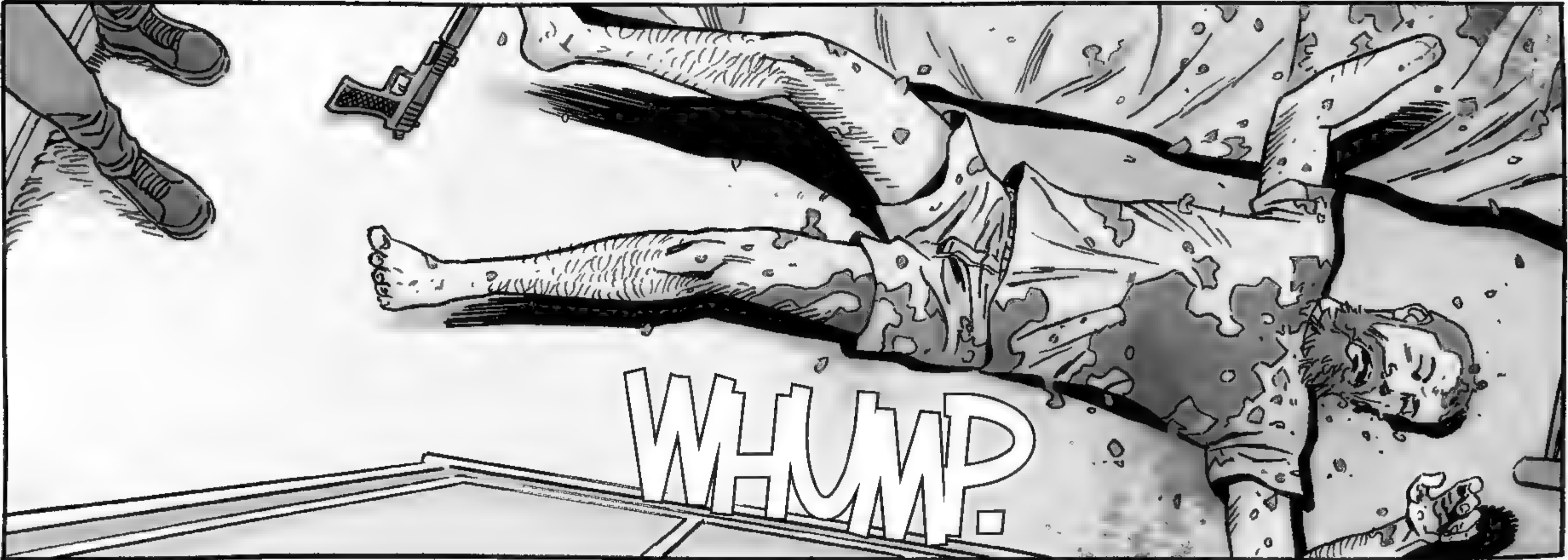
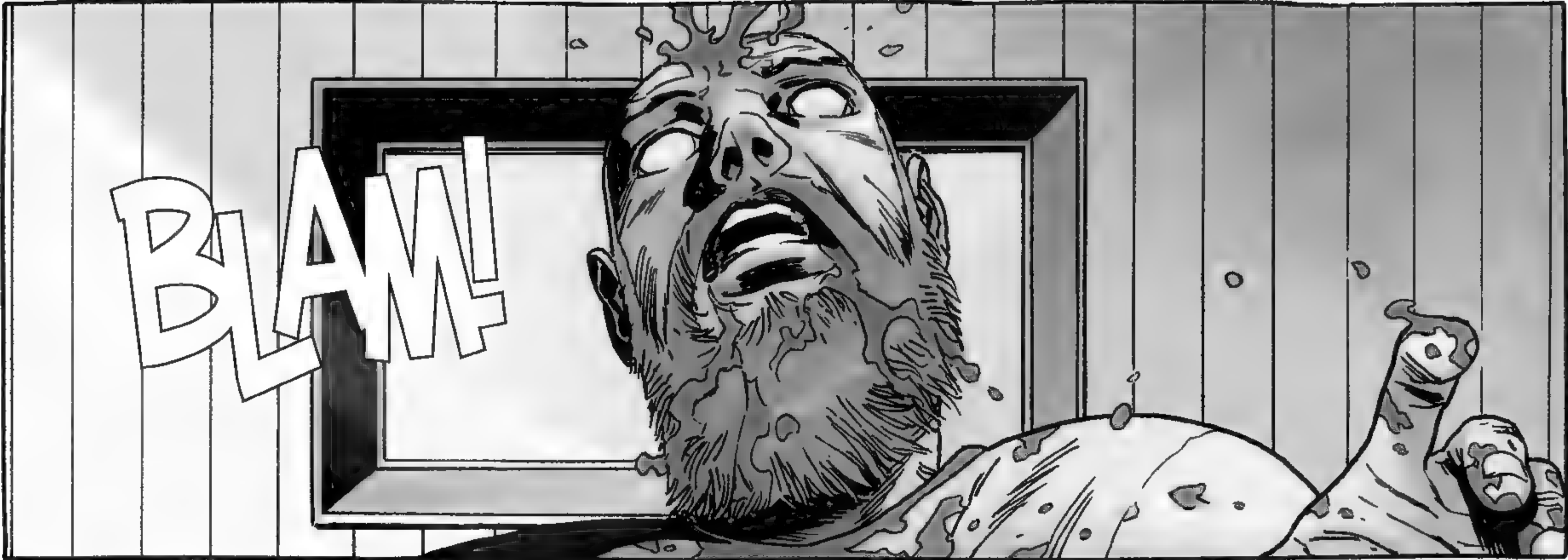


















NI
SIQUERA
LE VI A
ÉL.

TAN SOLO
VI AL MUERTO...
REACCIONÉ. CUANDO
ÉL ESTABA EN EL
SUELO... ME DI
CUENTA DE LO QUE
HABÍA HECHO.



CUANDO ERA UN CRÍO,
CUANDO ESTUVIMOS SOLOS
EN AQUELLA CASA DESPUÉS
DE QUE ESCAPÁRAMOS DE
LA PRISIÓN... RECUERDO
QUE CREÍ QUE ÉL
ESTABA MUERTO.

TENÍA TANTO
MIEDO DE
QUEDARME SOLO...
QUE DUDÉ. PENSÉ
QUE MORIR SERÍA
MEJOR QUE VIVIR
SIN ÉL.



HOY HA SIDO
DIFERENTE,
PERO...

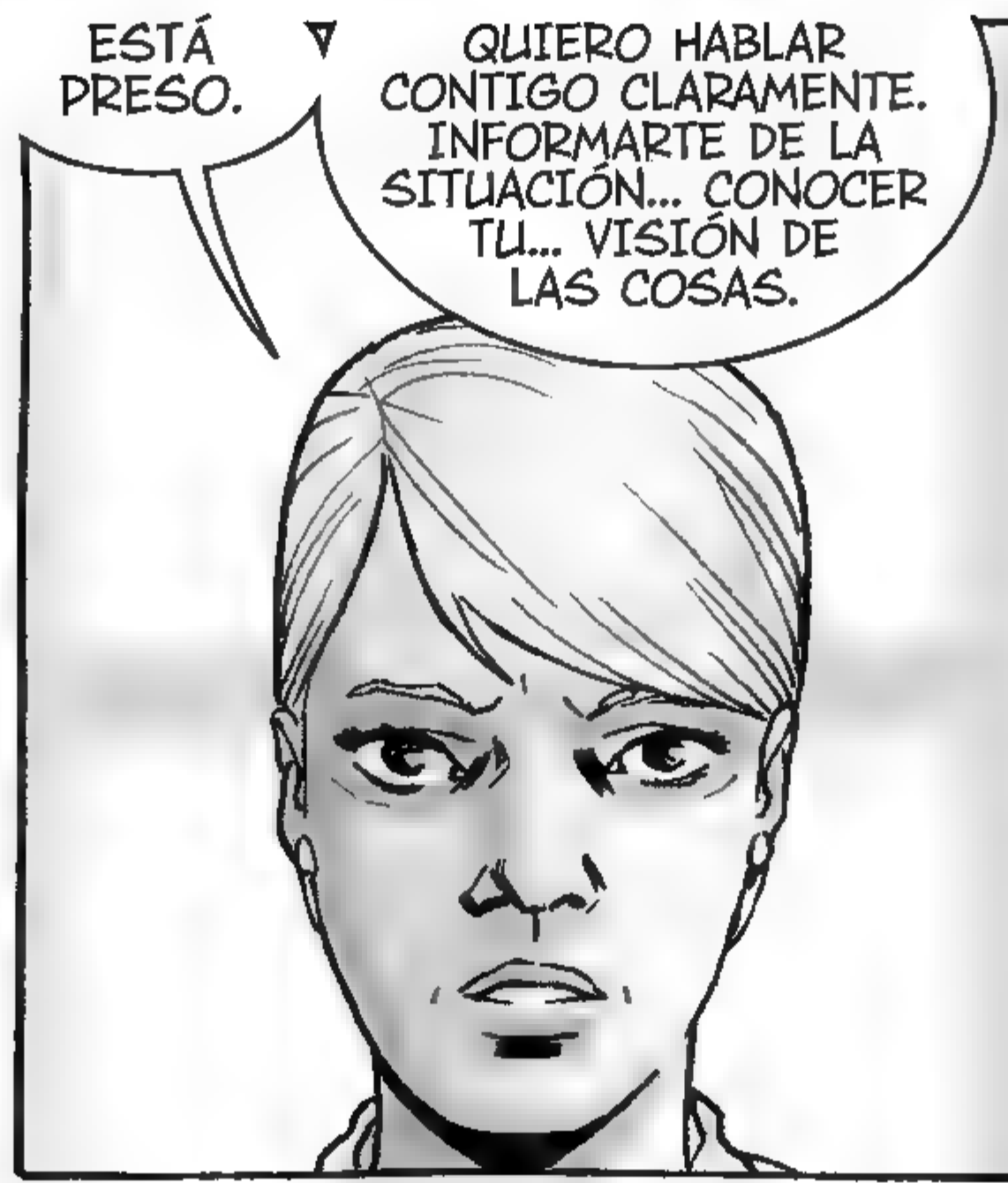


AÚN ME
DA MIEDO
VIVIR SIN
ÉL.



OH,
CARL.













MI MADRE DIRIGÍA
ESTE LUGAR. MI PADRE
MURIÓ HACE MUCHO
TIEMPO, Y MI HERMA
TAMBIÉN. TODO IBA
MAL... HASTA QUE
LLEGAMOS AQUÍ.

UNA VEZ LA
COMMONWEALTH
SE PUSO EN MARCHA...
LA VIDA NO PODÍA IR
MEJOR. NOSOTROS
PONÍAMOS LAS REGLAS,
ESTÁBAMOS EN LA CIMA.
YO HACÍA LO QUE
ME DABA LA
GANA.

PENSABA QUE
PODÍA HACER
CUALQUIER
COSA.

ASÍ QUE
CUANDO
TU PADRE LO
JODIÓ TODO...
PENSÉ... SI ÉL
DESAPARECIESE,
TODO VOLVERÍA A
LA NORMALIDAD.



YO...
NUNCA
HABÍA
MATADO A
NADIE.

CONOZCO A MUCHA
GENTE QUE LO HA
HECHO... HAY TANTA
GENTE PELIGROSA
AHÍ FUERA... PERO
YO NO.



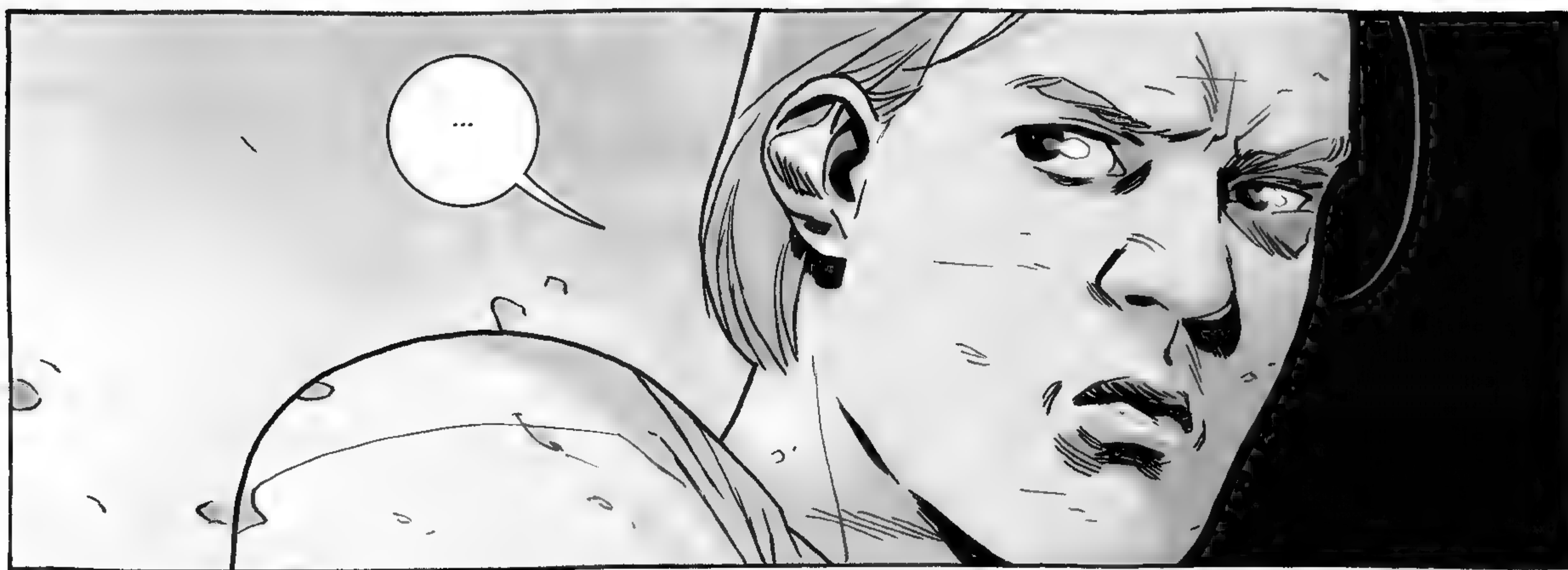
ELLOS
SIEMPRE
DICEN... QUITAR
UNA VIDA ES
DIFÍCIL.

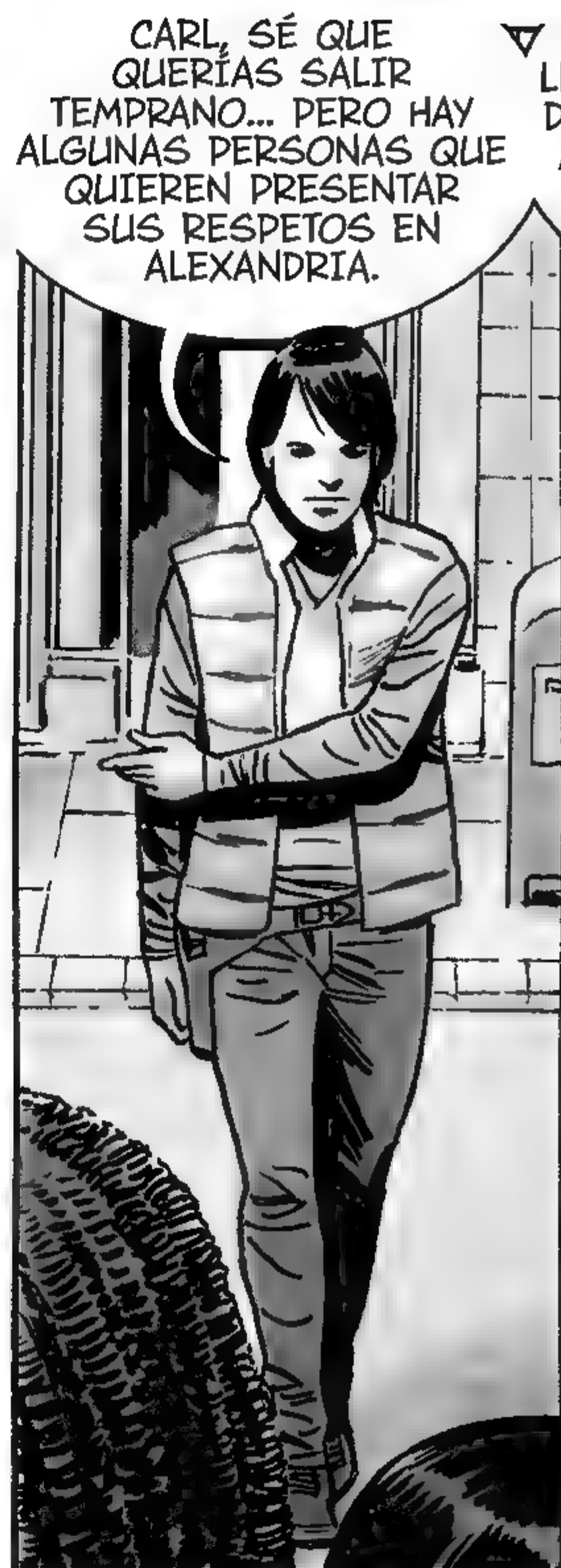
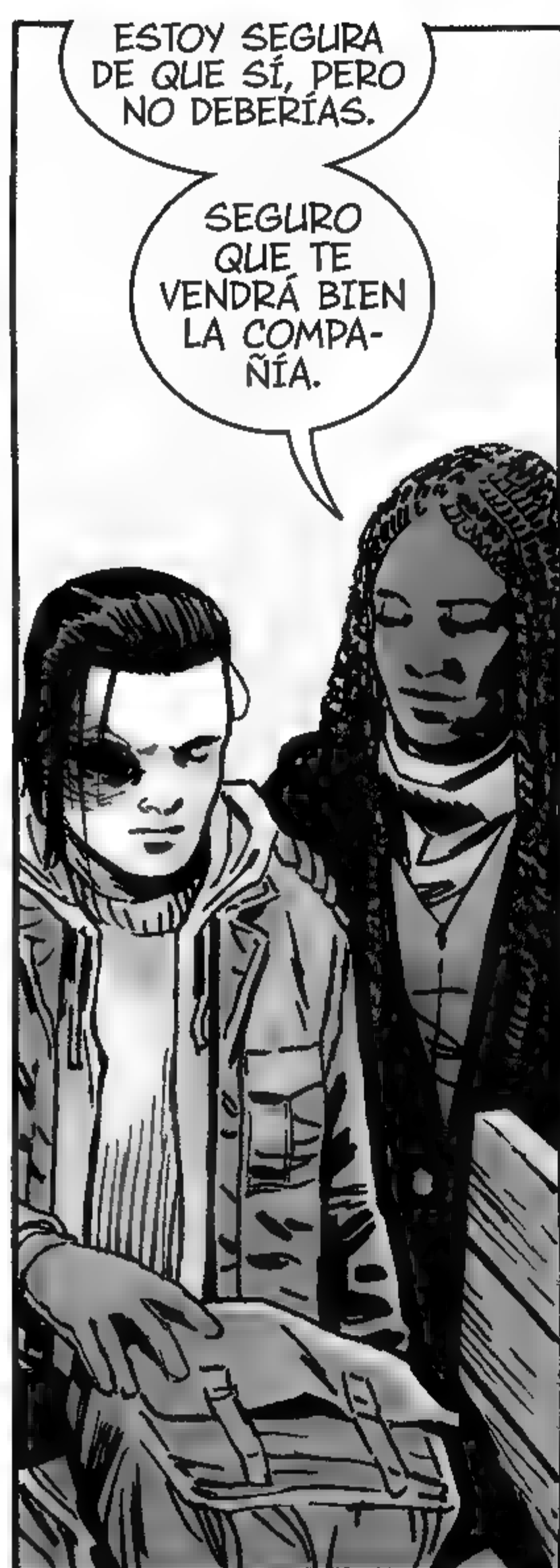


PERO NO
LO FUE...
FUE...

FUE
MUY
FÁCIL.

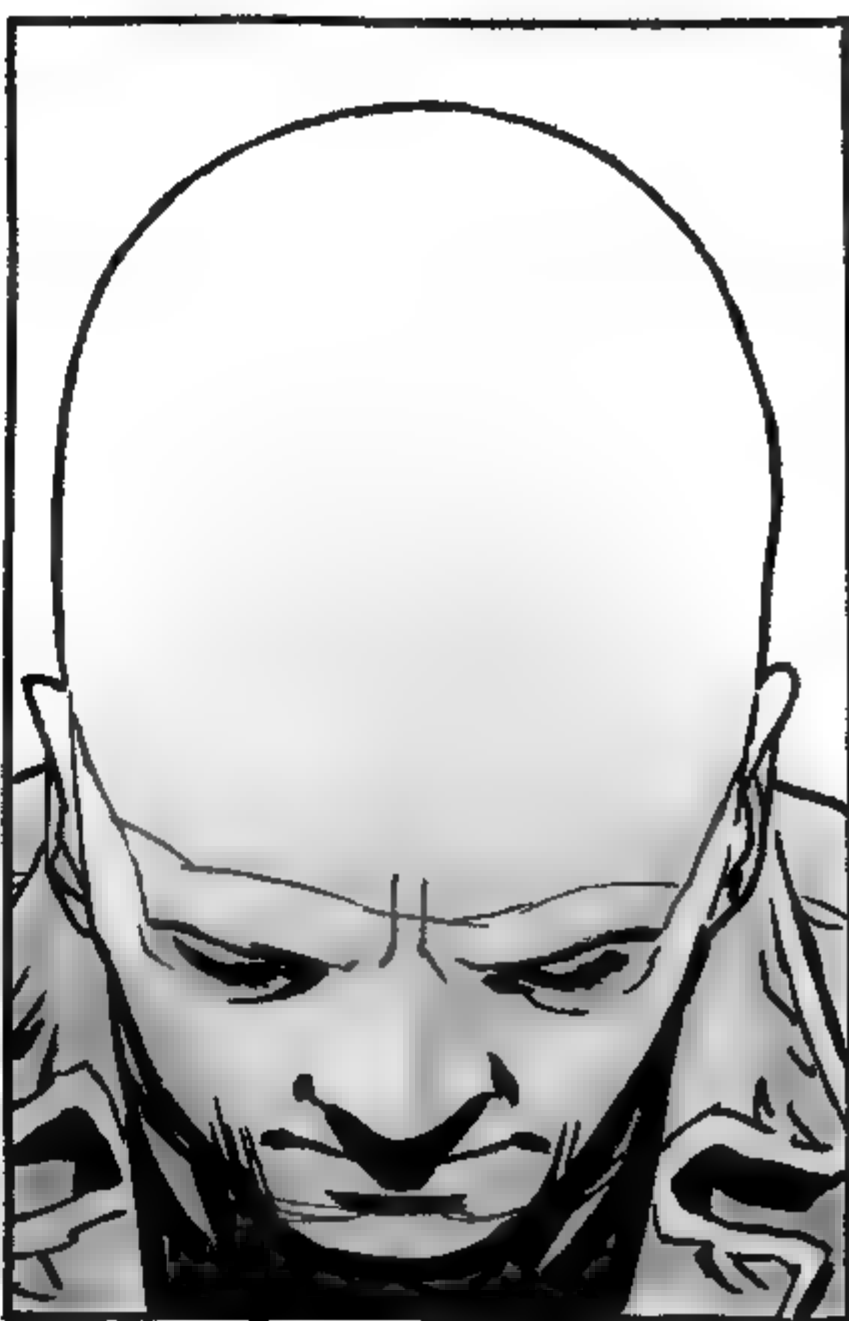






















192
\$3.99

AFTERMATH

SKYBOUND

THE WALKING DEAD

KIRKMAN ADLARD GAUDIANO RATHBURN

*Rick
Grimes*
2003-2019



Chad

LETTER HACKS

WRITE TO US AT: WALKINGDEAD@SKYBOUND.COM

Así que... Rick Grimes ha muerto.

Me resulta raro incluso al escribirlo. E incluso más raro estar en este punto de la historia. La muerte de Rick fue planeada más tiempo que cualquier otra muerte en esta serie. He trabajado en esto desde que empecé a escribir.... el cómic #1. Eso no lo hace más fácil, pero ha sido algo a lo que me he ido acostumbrando más y más a medida que los años se iban reduciendo a meses y luego a semanas... sabía que iba a pasar.

Incluso antes de presentar a Sebastian Milton (en el número #177) sabía que él mataría a Rick Grimes. Durante casi una década he sabido que Rick elegiría preservar la Commonwealth a toda costa... y que eso le costaría la vida.

He dicho en entrevistas durante muchos, muchos años que todo el mundo muere en esta historia, y que ni siquiera Rick Grimes sobrevivirá hasta el final. Si bien esta siempre ha sido la historia de Rick Grimes hasta ahora, como se escribió en el primer número, eso no significa que tenga que estar vivo para estar presente en la serie. Esta es la historia de un mundo, no de un hombre... es la historia de un mundo profundamente afectado por ese hombre, como veremos a partir del próximo número... pero no es exclusivamente la historia de Rick.

Solo puedo imaginar lo cabreados que algunos estáis, y eso está bien, de verdad. Por supuesto, enfadaros conmigo (o, en realidad, dirigidlo a Charlie o Sean, si lo deseáis). A mí me cabrea que mis personajes favoritos mueran en cosas que disfruto (por favor, traed de vuelta a Han en Furious 9). Pero como dije en el número 167 cuando Andrea murió... la historia es la que manda, y si dejáramos de perder personajes y todo fuera feliz... esto no sería THE WALKING DEAD.

Y a pesar del hecho de que ya no tenemos a Rick Grimes con nosotros... Os prometo que los próximos números en adelante continuarán siendo como THE WALKING DEAD. Después de 192 números, espero haberme ganado algo de confianza.

AHORA... no me gusta hacer referencia al programa de televisión, simplemente porque no tiene relación con esta serie. La serie proporciona información al programa de televisión, no al revés. PERO... también perdimos a Rick Grimes este año en el programa de televisión, aunque él no murió. Así que me siento obligado a declarar que los acontecimientos de este número no fueron en modo alguno una reacción a eso. Como he dicho, esto ha sido planeado desde hace MUCHO tiempo.

UNFORTUNATELY we're actually losing TWO integral parts of this series this issue, as this is the final issue that will be inked by Stefano Gaudiano.

Stefano came in to ink Charlie's art starting with issue #115. Before then, Charlie had handled those duties himself, but as we went into the bi-weekly ALL-OUT WAR event, he needed some help. Charlie and I loved Stefano's work so much that we asked him to stay on after the event was over and become the regular inker.

Stefano brought a flavor to Charlie's pencils that was distinct, yet paid homage to what came before. He made his mark, but his influence was seamless, he fit in perfectly. There were little flourishes in the work to be appreciated, but nothing that would have been jarring in a series already a decade old. It was a tall order and there were huge shoes to fill and Stefano filled them well.

THE WALKING DEAD is a well-oiled machine. I trip through the scripts at a pretty good clip and Charlie is THE MOST PROFESSIONAL AND RELIABLE person working in the entire comics industry. It's true. When THE WALKING DEAD grew into the massive phenomenon it has become, I recognized that was because the fans had supported it, and as a fan myself... I wanted to reward that support by making sure we were ALWAYS there for the fans, month in and month out. Throwing an inker into the mix could have

really derailed what was a runaway train of a schedule.

If anything, Stefano made things run even smoother. He never missed a deadline and often beat them. He never had a bad thing to say and it was a great working experience. So really... I'm sorry to see him go. We all are.

Starting with next issue, the esteemed Mister Adlard will return to inking himself, like he had up to issue #114. Charlie loves inking himself and had missed the process and had been wanting to get back into it for a while, and the next issue seemed like the most logical place to do that. So here we are.

Thanks for everything, Stefano. And welcome back aboard, the glorious inks of Mister Adlard!

Whew... that ended up being a pretty long introduction... so... man... I'll just wrap things up by say THANK YOU for the continued support... even if you're still furious as you read this and have maybe decided this is your last issue (at least give us one more to see if you like it!). I feel like I write this over and over as the months go by but I truly mean it. We wouldn't BE here without you and to be here 16 years later, still telling this story, is a dream come true. So thanks for sticking by us all these years.

Onward--to letters!

Are you sorry for having killed some of your characters?

Sincerely,
Fernando Rosas
Buenos Aires, Argentina

What a great time to write in and ask that particular question.

I regret nothing... but, well... let's see where sales end up after the events of this issue. ;-)

Hi Guys!

I've wanted to write in for so long, but all I could think of to say was "I love TWD" and "please carry on", which is all very nice but doesn't really add much to the discussion...

BUT THEN I had an idea and at last I had a real reason to write in. Am I right in thinking the Dead can seemingly carry on forever unless they are re-killed? I don't recall ever seeing one stop for a rest or just give up on (their second) life. So, if you could harness up some of them and get them to do as their name suggests and simply walk, surely you could use their energy as a power supply? I'm thinking of big hamster wheels or those old horse-powered mills. The Dead don't need feeding, watering or resting, making them a perfect and most efficient energy source. Sure, those hamster wheels are going to get mighty messy - but hey, free energy! I love TWD, please carry on,

Yours practically
The Retroteer

Theoretically, zombies could die of "natural causes" if their brain ever rotted to the degree that it stopped functioning. I'd like to think that walkers are so dangerous that no community would risk relying on them to function. I wouldn't. The only good walker is a dead one.

I'd always wanted to work in walker-drawn carriages... but could never find the place. Thankfully, they worked it into the show in season 9. But keeping them around to generate power would be less efficient and more dangerous than using a river or a waterfall, I think.

Hey guys,

Always been a fan. Definitely the best zombie comic out there (and infinitely better than the TV show). In the end it's about the people living in the post apocalyptic world, not the zombies wandering around eating intestines once in a while.

I'm fascinated about the different ideas you've explored around how humans organize communities and fight for control over them. That for me has been the essence of every arc since meeting the Governor (which is why I think Andrew bro just doesn't get you guys)

This arc is so interesting because we're now nearing the pre-apocalyptic world of political systems, with the Commonwealth instituting order with its caste structure. But what I find missing is the aristocracy. Why the hell would ordinary folk follow Pamela given how incompetent she is in running the place?

Where are her supporters (i.e., the elites) who benefit from this system and would try to maintain the status quo? I would think there'd be many, many more Pamelas and Sebastians with power given the size of the Commonwealth, otherwise they wouldn't have been able to establish such a society in the first place.

Thoughts?

Cheers,
Marcus the city boy who definitely bought into the walker osteoporosis theory...

It's perhaps an economic caste system...which is pretty active in American society today. As for why ordinary folk would follow an incompetent leader? I could pour over history books to give you MANY examples of this occurring, but I really don't need to go further back than Donald Trump.

Well said. There are other elites in the Commonwealth that worked with Pamela to keep things running... we just haven't really met them... yet.

Hello, greetings from Poland!

I really appreciate your work. The current story arc is one of my favourites. Keep it up! Anyway, the reason I'm writing this is because I've been wondering about something for a long time now. Can infection caused by a zombie bite be sexually transmitted? I mean, is this possible, that after having unprotected sex with someone who's been bitten, the other (healthy) person would get sick and die too? Also, can a woman get pregnant from having sex with a bitten man? And if yes - what are the consequences for a baby?

Best wishes,
Marcello

Questions men ask, amirite?

I've covered this, I think... but the bite just kills you... the infection is already there. So there's nothing transferring during sex or pregnancy that isn't already present.

Dear Robert Kirkman
(and Sean too I guess),

I'm a long time fan of both the comic and the Telltale game, and following the final episode of the latter series (curse you

for teasing the barn scene!), I started to wonder about Clementine's age and began looking into the timeline, which has led me to a few questions. I know that approaching you about them is like poking a sleeping bear, but here goes...

This bear gets no sleep. Ask away.

Clementine is 8 years old at the start of the apocalypse. By the end of the first season of the game, she is 9, and we are at issue 12 of the comics. The second picks up when she is 11, putting us around the end of All-Out-War. The third shows her around age 13, which already puts us around the end of the time jump. Seeing as Jesus shows up (once again acting as the Nick Fury of the TWD-verse), it's probably still a little bit before A New Beginning.

Now, this is where things get kind of crazy. Season 4 takes place at least a few years after this, when Clem is somewhere from 15 to 17, which places the game AHEAD of the comics by quite a significant margin. Even if I'm completely off-base with what I've said about her age thus far, AJ was born at least a year into the apocalypse, and is now of walking-talking-and-shooting age, which means that season 4 has to be set in the future, right? Doesn't this make it the farthest canonical thing in the TWD timeline? When you were plotting it out, were you considering the limitations this could potentially impose on the comic (all the walkers haven't rotted away, a new government hasn't swept over the whole nation, etc)?

Telltale Season 4 takes place before the comic. The comic is always the furthest along the timeline. Season 4 happens after the Whisperer War, but before the introduction of the Commonwealth.

Clem is roughly the same age as Carl, perhaps a year older. AJ's age...is a bit trickier and something we wrestled with to fit the timeline and also make him an engaging character to interact with. He was conceived to be 6, but maybe feels more like a grown-ass 6 over the course of the season.

Next question...

Also, what's Clem up to right now in the comics? Is she still working to rescue AJ from Fort McCarroll, or is she already with him and teaching him the rules? Up till now I've been opposed to the idea of bringing Clem into the comics since it

would mean plucking her away from her happy ending, but now that I know that's still way down the line, I would love to see some sort of cameo filling in the gap between seasons 3 and 4!

Sincerely,
A Canadian fan.

Clem's just chilling at Erickson, building something of her own... right now.

Dear talented survivors of TWD team,

Thank you for taking your time to read my question. My enthusiasm lately has been focused towards the nostalgia within the writing and drawings of issue 190 and the relation to issue 48. I was thrilled when Governor Milton fore shadowed the old governor in his infamous "Attack" scene upon the prison. I felt chills as I turned to the last page of issue 190, to see Pamela in full rage mode towards Ricks group and the commonwealth. At least Pamela isn't carrying a katana, RIP Tyreese, from issue 7-46, you are still missed.

Then I'm sure you also got goosebumps from Rick's callback last issue as well.

I would really like to know if Robert Kirkman intends on using nostalgia throughout future plots of the comic?

I'm sure many fans would agree, that we love the feeling of remembering a long lost character that meant something to us and the comics plot. I believe Governor Milton is a very complex character with a roar of emotions, that is hidden behind Kirkman's excellent writing, I hope he never stops writing as he always continues to amaze me with shocking and emotional scenes, most of which I will never forget. Thank you The Walking Dead, I'm 'dead' excited for next months issue.

Sincerely,
Matthew Campbell Baker
Scotland

It's very cool that this series has been running for SO LONG that there can be nostalgia actually WITHIN this series. So yeah, I'd expect to see more references to things from the past as we go on. It's an excellent tool to remind readers of the legacy within this universe.

Dear Walking Dead

Just read #190 and I can't stop thinking about what an amazing job you guys have been doing with this storyline. It's really interesting that Rick has gone through so much violence and how he has grown to push for peace, but unfortunately Governed Milton doesn't see it that way. Why is it important for her to be in charge? It looks like she really is not okay with what looks like Rick trying to takeover. Why wouldn't she want to talk things out with Rick? Doesn't she know that choosing to attack Rick and the survivors will destroy the Commonwealth? I think there's a lot more to Governor Milton than we know. I applaud you guys for making such an amazing series, and I'm very much looking forward to what is to come. Keep up the great work.

Sincerely,
Isaiah McKeighen

Sebastian revealed more of their family history this issue, that coupled with last issue, probably contains all the answers you need. Folks will go to extremes to protect their way of life... and they had a really good one.

So, what are the chances of Rick making a new lady friend out of Governor Milton when this calms down?

The man has got needs ya know?

John Rambo
NJ

Zero percent.

I was DEFINITELY trying to hint at that during various scenes of them interacting... but they were all misdirects. Sorry.

Hi kirkman and sean!

I wanted to ask if there is any connection between the commonwealth civil war and the war that we see going on in TTG's TWD S4. It would explain why the conflict has been on for so long, since commonwealth has a lot of manpower and can afford long wars and why a smaller community like delta was looking for children to turn them into child soldiers. Also if this is not the war that we saw in the games, then will we ever see it taking place in the comics?

With love,
Mohammed
India

Not the same war. Geographically, they're not close. We like that Telltale has their own sandbox to play in, and if we can find organic ways to tie in comic continuity, like the Whisperers, then all the better.

Mr. Kirkman et al,

This is a serious question, and I really hope you'll print this because I gotta know: AM I THE ONLY READER THAT DOESN'T WANT NEGAN TO COME BACK?

I get so sick of people going on and on about wanting him to return and a letter in #190 really took the cake for me, what with Negan carrying baguettes like some kind of French Revolutionary, sweeping in to save the day. For real? THE GUY WAS A SOCIOPATH. HE BASHED GLENN'S HEAD IN WITH ZERO COMPUNCTION OR REMORSE. HE BURNED PEOPLE WITH IRONS.

Negan is not a hero in even the remotest sense of the word.

It's true, by his sendoff I was convinced of his redemption (though the sheen on that may have even worn off a bit), but not that he wasn't still a sociopath and truly better off on his own. Even if you don't print this letter, or even part of it, can you please explain to me, or your readers in general, why it's so easy for people to forget how horrible he was? I feel like that kind of worship of violent authoritarianism is why the human race will never evolve to be a peaceful species.

I mean, case in point--Pam attacking Rick without even letting him explain himself. SO FRUSTRATING. So I know I'm ranting a bit now, but I genuinely would love some insight. Maybe a little hope.

I love a good, impassioned rant. Why do people like Negan? Cause he's a big, swinging dick. Everyone in this comic has done awful things, and perhaps by that reasoning (and understanding him better through HERE'S NEGAN), readers can accept his actions better. Are they right?

Hrrm...

LET ME BE CLEAR... NEGAN IS NOT COMING BACK. WE WILL NOT BE SEEING HIM IN THIS SERIES AGAIN.

The fact that I am reacting this strongly to a fictional character is evidence you all are doing a fantastic job.

Sincerely,
Jason
Rochester, NY

P.S. DON'T BRING NEGAN BACK

WE HEAR YOU. SERIOUSLY. WE DEFINITELY GET THE MESSAGE.

P.P.S. I mean no disrespect to any individual reader; my reaction to the one letter is a culmination of reactions to the numerous calls for Negan's return that seem to flood the pages of Letter Hacks.

NO, NO, NO--FUCK THOSE NEGAN LOVERS. FUCK THEM ALLLLLLLLLLLL.

(I LOVE NEGAN.)

NO. MORE. NEGAN.

You absolute fucking fuckety fuckers!

You said someone mentioned in #181 letter hacks would die by #200. Dwight's gone. Was that it! I don't think so! Eugene, I'm worried about! And princess got a fair few mentions. Go on kill her! And Negan also got a few comments as usual, although I'm thinking (hoping, hoping) that he's on his way back. Please please.

Carl got a couple of mentions but he's bomb-proof. You know it! He's the future. #lovecarloneeyehardcoremother or are my initial misgivings about Michonne true? Surely not!

Also Kirkman was mentioned but definitely not him, or there's no more comics so I'm not believing that one.

Looking forward to #250!!!

Other mentions in that letter hacks for Spencer, Mercer, Gov Milton, Magna, Lydia, Tyreese!!, JESUS!, Aaron and Maggie.

Someone's gotta and going to Die!!

Waiting for #250 and every issue running up to that.

Love Splattmandu xx

You, uh, missed someone obvious.

Heh.

Hi Kirkman and Co.

Can you let us in on any secrets for the 200th comic? It's getting close. You better not kill off Princess she's pretty awesome!

Thanks
Gemma
Plymouth

Not gonna happen.

Definitely not.

Good day to y'all!

"Storm The Gates" was really good! It's almost given me enough strength to forget about "The Powder Keg"... I still miss Dwight. #JusticeForDwight.

#yourewrong

My first read of the Issue went normal, but it wasn't until I slowly reread it and analyzed everything that I felt the immense fear in the last page... PLEASE don't hurt Hershel!! I saw him with Brianna next to Maggie and I am genuinely going to be upset if he's hurt!

Oh, wait 'til you see what we do with little Hershel NEXT ISSUE! Am I joking? I mean, it's not like we'd ever harm a little kid in this comic, would we?

Knowing that this letter, if printed, will be going into "Aftermath" (the finale to Compendium 4!), I thought it'd be nice to lighten the mood of what-EVER the hell just happened in the issue with some fun, little questions. I hope that's okay!

1. If there was any character either of you would want to bring back— old or recent, no matter how impossible, etc.— who would it be?

Negan.

Tyreese.

2. Would you ever consider doing a competition for the comic fans with the grand prize being a chance to be a character in the series?

No.

Definitely no.

3. Is there anything you can give us about what the next arc, or even Compendium 5 (#193-240), will bring to the story?

Are you kidding me? Not gonna happen.

Nope! Okay... more horses.

4. For Mr. Kirkman, what is the thing that makes you the happiest about writing The Walking Dead?

Being able to do exactly what I want with the story and having the luxury of being able to plan years ahead with the confidence that I'll be able to get there. I feel very fortunate to have that. I may never have it again with any other series. It's EXTREMELY rare.

5. For Mr. Mackiewicz, what has been your absolute favorite letter that you had to exclude but really wanted to?

I can't remember the letters we printed last month, never mind anything that didn't get printed. Pretty sure we printed everything worth seeing printed.

I sometimes worry we contradict ourselves issue to issue... who knows.

6. Finally, and I know this is something you don't like people asking in the past, but I'm really genuinely curious so I hope you will have the Letter Hack space to answer. Will The Covers Volume 2 (and 3) and/or The Cutting Room Floor ever release?

No plans. Sorry?

That doesn't mean no. I intend to publish them at some point.

Thank you for being one of my biggest reasons to live for past 7 years!

(I'm 17, so don't expect that I would have many, or any, other reasons)

Andy Gasal
Vermont, USA

You have so many reasons to live, Andy! Don't discount your youth or I will find a way to vampire that shit away from you!

See you in July for #193! Rest in Power, Rick Grimes.

-Sean Mackiewicz

See you next month! And with Rick Grimes gone... who will be the focus of this series?! I'll give you one fucking fuckity guess, you fuckers.

-Robert Kirkman